## **GENERAL FACT SHEET**

## **BILL NUMBER**

BRIEF TITLE LMC Sections 10.06.110, 10.06.120,	APPROVAL DE	ADLINE	REASO	N
Administration & Enforcement -				
Issuing Citation & Payment of Fines & Costs			<u></u>	
DETAILS		T	1	POSITIONS/RECOMMENDATIONS
An ordinance amending Sections 10.06.110 and 10.06.120 of the Lincoln Municipal Code relating to Issuing Citations and Payment of Fines and Costs, respectively, by repealing reference to equipment violations under Chapter 10.22 being processed by the Violations Bureau and to maintain consistency with		Sponsor		Law
		Program Departments, Groups Affect		
state statute and other Rules of the Road.		Applicants/ Proponents		Applicant
				City Department
				Other
Discussion (Including Relationship to Council Actions)	other	Opponents		Groups or Individuals
This amendment is made to reflect the appropriate process for citation of vehicle equipment violations, consistent with Nebraska Rules of the Road under state statute.				Basis of Opposition
The amendment of LMC §10.06.160 to sprecognize violations under Title 10 as informakes this change necessary to maintain with state statutes.	ractions	Staff Recommenda	ations	☐ For ☐ Against Reason Against
		Board or Commission Recommenda	ation	BY  Graph For Against  No Action Taken  For with revisions or conditions (See Details column for conditions)
		CITY COUNC ACTIONS (For Council U		<ul> <li>□ Pass</li> <li>□ Pass (As Amended)</li> <li>□ Council Sub.</li> <li>□ Without Recommendation</li> <li>□ Hold</li> <li>□ Do not Pass</li> </ul>

DETAILS	PULIC 1/PRU	GRAW IMPACT	
	POLICY OR PROGRAM CHANGE	NO YES	
	OPERATIONAL IMPACT ASSESSMENT		
	FINANCES		
	COST AND REVENUE	COST of total project: COST of this Ordinance/	\$
	PROJECTIONS	Resolution	\$
		RELATED annual operat Costs	ing \$
		INCREASE REVENUE EXPECTED/YEAR	\$
	SOURCE OF FUNDS	CITY [Approximately] \$\$  NON CITY [Approximate\$\$\$	%%
	BENEFIT COST  Front Foot Square Foot	\$	Average Assessment

APPLICABLE DATES:

FACT SHEET PREPARED BY: John McQuinn, City Prosecutor

**REVIEW BY:** 

REFERENCE NUMBER